

Amendments to the Claims:

1 -23. (Canceled)

24. (Previously presented) A method of messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, comprising:

starting a client on a device selected from the group consisting of the wireless mobile terminal and the networked computer;

the client sending a login message to a server located outside of the wireless carrier network, the server communicating with the client by way of a packet network;

the server establishing a communication session with the client in response to receiving the login message;

at the device, selecting one or more recipients for a message, the recipients including the other device from the group consisting of the wireless mobile terminal and the networked computer;

sending the message to the server by way of the packet network using a push-to-talk function provided by the client; and

the server selectively forwarding the message to the recipients that are available or and storing the message for later delivery to unavailable recipients, based on the respective availability of each of the recipients.

25. (Original) The method of claim 24, wherein the message is selected from the group consisting of a voice message, a text message, and a combination of the foregoing.

26. (Original) The method of claim 24, further comprising:
the server forwarding the message to an email server.

27. (Original) The method of claim 24, further comprising:
the server forwarding the message to an external instant messaging (IM) service.

28. (Original) The method of claim 24, wherein the message includes streaming voice.

29 - 38. (Canceled)

39. (Previously presented) A computer program product stored on a computer-readable medium for permitting messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline packet network, comprising:

program code means for establishing a communication session with a server for communicating with the wireless mobile terminal and networked computer by way of a packet network, the communication session involving the transfer of voice and text messages between the wireless mobile terminal and the networked computer;

program code means for presenting a user interface for composing a text message;

program code means for presenting a user interface for selecting one or more message recipients to receive messages during the communication session, the message recipients including the wireless mobile terminal and the networked computer;

program code means for allowing a user to record and send a voice message to the message recipients via the server using a push-to-talk mode; and

program code means for allowing the user to send the text message the message recipients via the server using instant messaging; and

program code means for displaying at the wireless mobile terminal and the networked computer the text message and an indicia of the voice message in a single displayed conversation thread.

40. (Original) The computer program product of claim 39, further comprising:
program code means for sending the voice message as streaming voice.

41. (Canceled)

42. (Original) The computer program product of claim 39, further comprising:

program code means for playing voice messages received from the server.

43. (Original) The computer program product of claim 39, further comprising:
program code means for displaying text messages received from the server.
44. (Original) The computer program product of claim 39, further comprising:
program code means for accessing a list of message recipients stored at the server.
45. (Previously presented) A wireless mobile terminal for operating on a wireless carrier network, comprising:
a memory for storing program code;
a processor, operatively coupled to the memory, for executing the program code;
program code stored in the memory for establishing a communication session with a server capable of forwarding messages to a networked computer located on a wired network by way of a packet network;
program code stored in the memory for recording a voice message;
program code stored in the memory for accessing a list of message recipients stored at the server;
program code stored in the memory for presenting a user interface for selecting one or more message recipients from the list stored at the server, the message recipients including the networked computer; and
program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.
46. (Original) The wireless mobile terminal of claim 45, further comprising:
program code stored in the memory for presenting a user interface for composing a text message; and
program code stored in the memory for sending the text message to the server for delivery to the message recipients.
47. (Original) The wireless mobile terminal of claim 45, further comprising:

program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.

48. (Original) The wireless mobile terminal of claim 45, further comprising:
a speaker; and
program code stored in the memory for playing voice messages received from the server on the speaker.

49. (Original) The wireless mobile terminal of claim 45, further comprising:
a display; and
program code stored in the memory for displaying text messages received from the server on the display.

50. (Canceled)

51. (Previously presented) A networked device for operating on a wired packet network, comprising:
a network interface;
a memory for storing program code;
a processor, operatively coupled to the memory and the network interface, for executing the program code;
program code stored in the memory for establishing a communication session with a server through the network interface, the server being capable of forwarding messages to a wireless mobile terminal operating on a wireless carrier network;
program code stored in the memory for recording a voice message;
program code stored in the memory for accessing a list of message recipients stored at the server;
program code stored in the memory for presenting a user interface for selecting one or more message recipients from the list stored at the server, the message recipients including the wireless mobile terminal; and

program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

52. (Original) The networked device of claim 51, further comprising:
program code stored in the memory for presenting a user interface for composing a text message; and

program code stored in the memory for sending the text message to the server for delivery to the message recipients.

53. (Original) The networked device of claim 51, further comprising:
program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.

54. (Original) The networked device of claim 51, further comprising:
a speaker; and
program code stored in the memory for playing voice messages received from the server on the speaker.

55. (Original) The networked device of claim 51, further comprising:
a display; and
program code stored in the memory for displaying text messages received from the server on the display.

56 - 64. (Canceled)